

PEGASUS-UK

WARGAME SUMMARY:

Pegasus-UK (United Kingdom) is a computer-assisted, theater-level wargame of the ACES series developed by the Air Force Wargaming Institute for Britain's Joint Services Command and Staff College (JSCSC). The exercise models the first days of a notional war between two fictional alliances. The JSCSC Directing Staff divides the participants into Blue and Red syndicates (teams) that assume the role of the Combined Forces Command (CFC) staffs of the two opposing alliances.



OBJECTIVES/PURPOSE:

To aid players' understanding and appreciation for:

- a. The principles of war in a theater warfare exercise.
- b. Air Force doctrine in a theater warfare exercise.
- c. The concepts of air campaign planning.
- d. The synergistic effect of well-integrated air, space, and land component plans.
- e. The command and staff relationships involved in combined operations.
- f. The importance, capabilities, and limitations of intelligence and logistics functions relative to force application in a theater of operations.

GENERAL INFORMATION:

- a. Wargame Sponsor: Joint Services Command and Staff College, Wing Commander Kevin Duell, SO1-C, JSCSC Swindon, Berkshire SN68TS, United Kingdom, +44 (0) 1793 788261.
- b. Wargame Director: Lt Col Jim Alexander, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6638.
- c. Alternate Wargame Director: Lt Col Tim Gunnoe, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6532.
- d. Participants: JSCSC students (including officers from many other nations), supplemented by students from the Netherlands Defense College and the Swedish Air Force Staff College, fill CFC staff roles. The JSCSC Directing Staff simulate the roles of higher authority and syndicate facilitators. Air Force Wargaming

- Institute personnel are game controllers and operate the ACES model for combat resolution.
- e. Frequency and Duration: Pegasus-UK is conducted annually each January and February. The wargame requires 10 working days for preparation and execution.
 - f. Wargame Location: Joint Services Command and Staff College, Watchfield, Berkshire, United Kingdom.
 - g. Supporting Models and Simulation Tools: Pegasus-UK employs the ACES model, a generic computer adjudication tool. The model permits two-sided wargaming for multiple, simultaneous, independent wargames. The AFWI controllers use the ACES computer model to simulate combat and provide feedback to participants via web-based reports. Participants analyze ACES output to continue or alter their campaign plans. Participants also use the ForceView electronic mapping tool to view force disposition.

WARGAME EXECUTION:

Approximately 90 participants are divided into seven Blue and seven Red syndicates pitted against each other in seven simultaneous and independent games. The game covers one day of prewar maneuvering followed by four days of computer-adjudicated warfare. Throughout the week, actual British media representatives conduct live “radio” and “television” interviews with key participants as an enhancement to the wargame.

The game begins with the development of theater campaign plans by opposing syndicates. During this planning phase, an additional 80 maritime students from the JSCSC provide component inputs. Assuming roles as commanders and their staffs, participants develop strategy, evaluate enemy intent and capability, posture forces, and determine logistical requirements to sustain combat operations. Computer-generated map displays and status reports provide intelligence support.

Once the campaign plan is complete, participants move to the execution phase of the wargame, making air, land, and sea order inputs on personal computers using the ACES Graphical User Interface (GUI) software. Participants assign aircraft packages to accomplish offensive, defensive, interdiction, reconnaissance, airspace control, and support missions. They accomplish land moves by entering land unit orders for maneuver, reinforcement, and fire. Students are also given the opportunity to request certain space-based assets.

After player moves are finalized at the end of the day, their inputs are adjudicated using on-site software. Map displays and status reports are updated to provide battle damage assessment and current intelligence. Armed with the previous move’s results, syndicates continue the game cycle by returning to the planning phase where they either continue or modify their campaign plan and enter a new set of inputs, as they deem appropriate.

After the last day of battle, syndicates debrief their campaign plans and provide insights into their successes and failures.

WARGAME DATES:

26 Jan - 13 Feb 2004.